

THE Eddie Kidd JUMP CHALLENGE

GAME INSTRUCTIONS

INTRODUCTION

Eddie Kidd is, without doubt, the most naturally gifted motor cycle stuntman in the world.

His world record breaking feats have caused millions to hold their breath as he achieves the impossible, defying gravity and fear with his unique blend of courage and skill.

Now Martech, with a lot of help from Eddie himself, have recreated for you the challenge of motor cycle stunt jumping.

For Eddie Kidd, it's for real, but as an official contender in the international jump challenge, you will have a unique chance to put your own courage and skill to the test.

Inside this package you will find your 'Official Jump Challenge Contender' card. Sign this card immediately and keep it in a safe place. Should you win a prize in the 'Official Jump Challenge Competition' you will be required to produce this card. It may also entitle you to further offers to be announced.

You will also find an 'Official Jump Challenge Contender' sticker. When the back of this has been peeled off, it may be stuck on to a bike, bag, book or a hat, for example.

JUMP CHALLENGE

It is Eddie Kidd's instinctive 'feel' for bike jumping which has brought him to the very top of his profession. Without accurately measured run ups or the aid of rev counters or speedometers, Eddie hurtles into the air at speeds in the region of 100mph to cover distances which have included his world record leap when he cleared 190 feet and still retained control of the bike.

In JUMP CHALLENGE it is this 'feel' for bike jumping that you will need to develop. You will not be able to measure accurately the distance to the take off ramp, or know exactly the speed at which you are travelling. Only if you develop the necessary control and timing will you be able to progress to the more difficult jumps, and only if you have the courage to push yourself to the very limits will you become like Eddie, the best there is. Good luck!

PLAYING INSTRUCTIONS

The ultimate aim of JUMP CHALLENGE is to jump as far as you can while still maintaining control of the bike on landing.

Before you can try your hand at jumping a motor cycle over cars, you have to prove your worth jumping a bicycle over oil barrels.

In both cases the general procedure is as follows:

- 1) Ride away from the ramp (right to left). How far you go is entirely up to you but obviously longer jumps may need a longer run up.
- 2) Stop the bike and turn to face the take off ramp.
- 3) Accelerate towards the ramp.
From here on in – you're on your own. What to do and how to do it is for you to discover, but here are a few more points to help you.
- 4) How far you jump will depend on three main factors:
 - a) Speed at take off
 - b) Position of bike and rider through the air
 - c) Gusting headwinds
- 5) The score given to a successful motor cycle jump depends on where the back wheel hits the landing ramp.
- 6) It is possible to practice control of the bike by riding up and down the approach road. For example, to do a wheelie, lean back and accelerate, but be careful – this needs practice to control.

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COMPETITION

Prizes include BMX bikes, microcomputers and colour T.V.'s.

If you successfully complete a jump which qualifies for entry into the Jump Challenge Competition, the game will be interrupted automatically and a message displayed on the screen will give you two options.

1) TO SAVE ENTRY ON TO TAPE

Insert a new blank cassette tape into your tape recorder and check it is fully rewound, then follow the instructions on the screen.

2) TO CONTINUE

Choose this option and a further car will be added for you to try and jump.

IMPORTANT

If you choose the first option you forfeit the chance to jump any further cars. Whether to put your skill and courage to the test and risk a further jump, or save the already successfully completed jump and lose the chance to go one better, is one of the hardest decisions you will have to make, and remember, as an official contender you only qualify for ONE entry to this competition.

TO MAKE YOUR ENTRY

- 1) Write your official contender number on the cassette tape containing your entry.
- 2) Fill in the information below and cut out the coupon along the dotted line.
- 3) Post the coupon and cassette tape together, to:
Software Communications Ltd (Competition)
Martech House
Bay Terrace
Revensey Bay
EAST SUSSEX BN24 6EE
- 4) PRIZEWINNERS will be notified by post and can choose a prize of either a BMX bike, a Toshiba MSX microcomputer, or a Philips 14" colour T.V. Five runners up in each category will each receive a 28" x 20" poster of Eddie Kidd.

RULES OF THE OFFICIAL JUMP CHALLENGE COMPETITION

1. The official Jump Challenge Competition is open to all holders of a valid 'Official Contender Card' except employees and their families of Software Communications Ltd, and any other company or individual in any way connected with the competition.
2. No correspondence can be entered into. Cassette tapes will only be returned to those entrants who include return postage to the full value when making their entry.
3. No responsibility will be held for entries delayed, lost or damaged in the post.
4. The closing date for the first competition is for entries received by last post on Wednesday 31 October 1984.
5. The closing date for the second competition is for entries received by last post on Friday 11 January 1985.
6. There will be one winner for each competition in each of the following categories:
a) Spectrum 48K b) Commodore 64 c) BBC 'B'/Electron
7. The winners will be those entrants who, in the opinion of the judges, have made the best jump. The judges' decision is final.
8. Winners will be notified by post. A list of winners will be published in Computer and Video Games.

Name

Address

Postcode

Contender No.


Where game purchased

No. of cars jumped

Score

Computer

COMMODORE 64

1. JOYSTICK (↑) or KEYBOARD (W)
Causes Eddie to leave a sitting position and to increasingly assume a standing position. If maintained, Eddie will eventually stand on the seat.
2. JOYSTICK (↓) or KEYBOARD (X)
Reverses the above and if maintained causes Eddie to crouch down on the bike.
3. JOYSTICK (→) or (←)
KEYBOARD (D) or (A)
Depending on which way the bike is travelling on the screen will cause Eddie to lean backwards or forwards.
4. JOYSTICK (FIRE) or KEYBOARD (RETURN)
(a) MOTOR CYCLE
Controls the throttle. Hold down to accelerate.
(b) BICYCLE
Controls the rate at which you pedal.
5. SPACE BAR
Controls the brakes.
6. FUNCTION KEYS (MOTOR CYCLE ONLY)
These four keys control the gear shift.
F1 – 1st Gear
F3 – 2nd Gear
F5 – 3rd Gear
F7 – 4th Gear
7. COMMODORE KEY 
This key needs to be used with care. At low speeds or when stationary it will cause the bike to turn and face the opposite direction. At higher speeds a touch on this key will cause the bike to swerve to one side. This can be used to abort a jump at the last minute – if you feel the speed is not right for example, but more than a touch and the result could be a serious crash!

BBC 'B' or ACORN ELECTRON

(if using a joystick, this will need to be an analogue or proportional type)

1. JOYSTICK (→) or (←)
KEYBOARD (X) or (Z)
Depending on which way the bike is travelling on the screen will cause Eddie to lean forwards or backwards.

2. JOYSTICK (↓)

Increases and decreases throttle.
KEYBOARD (F) increases throttle.
(*) decreases throttle.

If riding a bicycle, the above will increase and decrease the rate at which you pedal.

3. JOYSTICK (↑)

Increases and decreases brake.
KEYBOARD (RETURN) brake on.

4. NUMBER KEYS (MOTOR CYCLE ONLY)

These five keys control the gear shift

- 1 – 1st Gear
- 2 – 2nd Gear
- 3 – 3rd Gear
- 4 – 4th Gear
- 5 – 5th Gear

5. JOYSTICK (Fire button) KEYBOARD (Space bar)

When the bike is stationary will cause it to turn and face the opposite direction. When approaching the ramp, may be used to abort the jump at the last minute – if you feel the speed is not right for example – but more than a touch and the result could be a serious crash!

SPECTRUM

1. JOYSTICK (→) or (←)
KEYBOARD (Break space) or (symbol shift)
Depending on which way the bike is travelling on the screen will cause Eddie to lean forwards or backwards.
2. JOYSTICK (↑) or (↓)
KEYBOARD (Z)
Controls the throttle or if riding a bicycle, the rate at which you pedal.
3. JOYSTICK (FIRE BUTTON)
KEYBOARD (CAPS SHIFT)
Controls the brake.
4. Any key on 2nd row, i.e. (A) up to (ENTER)
When the bike is stationary will cause it to turn and face the opposite direction. When approaching the ramp, may be used to abort the jump at the last minute – if you feel the speed is not right, for example – but more than a touch and the result could be a serious crash!